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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Object serialization for marshalling data in a Java interface to MPI](#)

Bryan Carpenter, Geoffrey Fox, Sung Hoon Ko, Sang Lim

June 1999 **Proceedings of the ACM 1999 conference on Java Grande**Full text available: [pdf\(688.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**2** [Java:introduction](#)

Vishal Shah

November 1997 **Crossroads**, Volume 4 Issue 2Full text available: [html\(37.68 KB\)](#) Additional Information: [full citation](#), [index terms](#)**3** [Java virtual machine support for object serialization](#)

Fabian Breg, Constantine D. Polychronopoulos

June 2001 **Proceedings of the 2001 joint ACM-ISCOPE conference on Java Grande**Full text available: [pdf\(617.30 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Distributed computing has become increasingly popular in the high performance community. Java's Remote Method Invocation (RMI) provides a simple, yet powerful method for implementing parallel algorithms. The performance of RMI has been less than adequate, however, and object serialization is often identified as a major performance inhibitor. We believe that object serialization is best performed in the Java Virtual Machine (JVM), where information regarding object layout and hardware communic ...

4 [Ibis: an efficient Java-based grid programming environment](#)

Rob V. van Nieuwpoort, Jason Maassen, Rutger Hofman, Thilo Kielmann, Henri E. Bal

November 2002 **Proceedings of the 2002 joint ACM-ISCOPE conference on Java Grande**Full text available: [pdf\(120.05 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

In computational grids, performance-hungry applications need to simultaneously tap the computational power of multiple, dynamically available sites. The crux of designing grid programming environments stems exactly from the dynamic availability of compute cycles: grid programming environments (a) need to be *portable* to run on as many sites as possible, (b) they need to be *flexible* to cope with different network protocols and dynamically changing groups of compute nodes, while (c) t ...

Keywords: Java, grid computing, performance, portability